

MASTERS OF THE FORGE

On Your Tabletop
Episode 96

Enmity of an Age

A Tree Campaign for Two Players

Introduction

Two battle-hosts have waged war upon each other for countless centuries. Their enmity has grown not only in the tales told within their own ranks, but throughout the warzones in which they have fought. This campaign is designed for the use of two players who wish to generate an instant history of sorts between their two armies, after which they can proceed to fight in further narratives in the modern era.

In this Campaign, one player is the Attacker while the other is the Defender. For narrative purposes, it would be helpful to assume Imperium, Aelderi, and Tau forces are the Attacker while other forces are the Defender. Use your better judgement.

Stage 1: The Horus Heresy

Whether they are opposing Imperial and Traitor armies or other armies drawn into the cauldron of hostilities, your forces have been taking part in the Horus Heresy for what seems like an eternity. The war is drawing to a close, and elements of both forces are fighting a final, desperate battle in order to allow a small number of their forces to depart. The Attacker is mustering what few dregs of their war-host they can for a final assault upon the last pitiful remains of the Defender's position. If the Defenders can hold the Attacker off, then they have done what they can to preserve their future.

Mission: Meat Grinder (page 196)

Battlezone: Fire and Fury (page 253)

Stage 2: The Ashes of War

From the ashes of war are born new possibilities. The Attacker are pressing whatever advantage they can and re-establishing their foothold in the galaxy. The Defender are doing everything they can to harry the attacker and make a nuisance of themselves.

Attacker Victory:

The Scouring

Mission: Tactical Escalation (page 232)

Special Rules: The Defender must select Capture and Control as their Tactical Priority. The Attacker must select Purge as their Tactical Priority.

1CP - Jealous Avarice - Defender Stratagem:

Use this Stratagem any time during your own turn. Pick an Objective. You may reroll any failed rolls to hit against enemy units within 6" of that Objective.

1CP - Eternal Hatred - Attacker Stratagem: Use this Stratagem at the start of your turn. Choose an enemy unit as the target of your hatred. If you are holding a Purge Tactical Objective which would apply to that target, you may either shoot with one of your units at the target as if it were the shooting phase or pile in and attack the target with one of your units as if it were the combat phase.

Defender Victory:

Xenos Rising

Mission: Ambush! (page 198)

Special Rules: For the purposes of this mission, the Defender actually takes the role of the Attacker.

Stage 3: The Crumbling Imperium

The Imperium suffers an age of failing infrastructure and in-fighting. Your forces are, of course, embroiled in the struggles of the passing millennia. Even if your army has won victories in the past, they suffer from the encroaching darkness.

Attacker Victory (The Scouring):

The Age of Apostasy

Mission: The Relic (page 223)

Special Rules: The Attacker must split their army between two rival Detachments. Models in these Detachments may not move within 6" of each other for any reason.

2CP - Grudging Alliance - Attacker Stratagem:

Use this Stratagem during the Movement Phase in order to allow a single unit to move within 6" of units in the rival detachment.

4CP - Systemic Collapse - Defender Stratagem:

Use this Stratagem at the start of your first turn. You gain control of one enemy unit of 6 power level or less until the end of the game.

Attacker Victory (Xenos Rising):

The Macharian Conquests

Mission: Big Guns Never Tire (page 221)

1CP/2CP - Crushing Momentum - Attacker Stratagem: Use this Stratagem before (1CP) or after (2CP) one of your Heavy Support unit shoots its weapons. If this unit deals damage that turn, it may move as if in the movement phase.

3CP - More Where That Came From - Defender Stratagem:

Use this Stratagem at the end of your Movement Phase. You may bring on a Heavy Support unit that was destroyed in a previous turn of the game. This unit must be deployed wholly within 6" of your battlefield edge.

Defender Victory (The Scouring):

The Nova/Terra Interregnum

Mission: Rescue (page 206)

Special Rules: The Defender actually takes the role of Attacker in this mission and may use Cypher for zero power level or points cost.

Defender Victory (Xenos Rising):

The Waning

Mission: Contact Lost (page 231)

Special Rules: The Defender has achieved great victories over their old enemy and the fires in their bellies are stoked. All of their models enjoy a +1 Leadership score. In addition, they may use the Temporary Comms Uplink Stratagem for 2CP instead of 3CP.

1CP - Desperate Ploy - Attacker Stratagem:

Use this Stratagem at the start of your turn. Roll a dice. If you are holding the Objective number indicated by the dice, you generate an additional Tactical Objective that turn.

Stage 4: The Gathering Storm

Events are coming to a head in the Galaxy. Chaos is on the move, making plays in many different systems. Cadia has fallen. Meanwhile, the Imperium and Eldar have struck back against the darkness. Your two forces are destined to meet in battle during these conflicts. Will they finally annihilate one another or simply ensure their enmity will continue for ages to come?

Mission: Blitz (page 202)

Special Rules: For the purposes of this mission, the army which has won the most games will play the part of the Defender. In addition, the army playing the part of the Defender gets a single Imperial Bastion in their second line deployment zone at no power level or points cost.

1CP - Strategic Reserves - Attacker Stratagem: This Stratagem takes the place of the Heavy Bombardment Stratagem. Use this Stratagem when a replacement unit arrives from the battlefield. This unit may move normally after being set up on the battlefield.